

GANDALF-HOBBIT'S QUEST-**AutoAttacks**

50power-/50

C	17.10	Grey Havens
I	24.16	Eriador
F	1.5	vs. Sauron
A	5.1	Galadriel
M	1.9	Hobbits-One Ring
K	0.9	Auto-Attacks

RESOURCE DECK/HAZARD DECK

50 cards in R. deck, 19 R. cards in sideboard

50 cards in H. deck, 00 H. cards in sideboard

3 characters in deck

46 starting cards

16.0 creatures

168 TOTAL CARDS

Deck Outline

[Overview](#)

[Resources](#)

[Hazards](#) & [Sites](#)

Characters & [Companies](#)

Summary

History

OVERVIEW

The White Council has ended. A hobbit has chosen to take the One Ring to Mount Doom. Gandalf will lead the Fellowship of four hobbits under stealth and secrecy. Now at Rivendell, the Fellowship must depart for Mordor. They must quickly reach the mountains of Shadow. Armies of Sauron will be unleashed. There will be no haven enjoying long holidays after the departure. An army from the north will attack Rivendell, Dol Guldur will assail Lórien, and Minas Morgul will usher legions of orcs and men at Minas Tirith.

The Quest must be achieved quickly before the havens are destroyed. To do this the Ringbearer must get to Shelob's Lair. The Fellowship is carrying many items for the journey - gifts from those at the Council. These gifts will keep dear items in times of flight and feed the weary to the full. Those that go will ever be tempting to do evil. Nenia, the Ring of Adamant, borne by Galadriel will watch over the Fellowship.

Gollum will be with the Fellowship, watched by Gandalf. He will guide them to the Spider Pass, Cirith Torech, then to the plains of Gorgoroth. No more can be said but this: The hobbits are a race made for round doors, mugs of beer and pipe. And now four hobbits walk to a place of death, into the heart of his realm. It is time to depart for Mordor. Doom is waiting.

RESOURCES (50-19-31)

	-1	The One Ring
2	-1	Lesser Ring
1		Phial of Galadirel
3	-1	Wizard's Staff
2	-1	Dwarven Axe
2	-1	Bow of the Galadhrim
	-1	Red Book of Westmarch
3	-1	Emerald of the Mariner
1	-1	Book of Mazarbul
4	-1	Scroll of Isildur
1		Precious Gold Ring
1		Precious Gold Ring
1		Golden Chain
	-1	Leaf Brooch
	-1	Sting
	-1	Elf-Stone
1	-1	Star-glass
2	-1	Healing Herbs
	-2	Waybread
1		Cram
1		Miruvor
	-1	Elven Rope
	-1	Wild Horses
	-3	Woses of the Drúadan Forest
	-3	The Great Eagles
1		Logath Herdsmen
	-4	Enwives
2	-1	Gwaihir
1	-1	Shadowfax
2	-1	Gollum
1	-1	<i>When I Know Anything</i>

6-4-25

2	Concealment	Sc
3	No Waiting to Wonder	
2	Attercop! Attercop!	
1	Hiddeous Lust and Rage	
2	Spies Feared	R
1	Prompting of Wisdom	R, LE
2	Marvels Told	Sa, rit
1	Say Friend and Enter	Sa, rit
1	Far Sight	Sa
3	Old Friendship	D
3	Halfling Stealth	hobbit
3	Halfling Strength	hobbit
2	Hobbits Must Make Haste	
2	Second Breakfast	
2	New Supplies	pe
1	Crept Along Carefully	pe
1	New Best Friend	pe
1	Great Friendship	pe
1	Gimli's Axe	pe
1	Great Bow of Lorien	pe
1	Great Elf Warrior	pe
4	I Pass the Test	pe
-1	Hands Clapsed, Hair mingling	
1	Morannon	

1	Gates of Morning	
1	Sojourn in the Golden Wood	
1	On the Precious	
-1	Memories of Ages Past	
1	Favor of Valar	
1	Beyond All Towers Strong	
1	Putting Away All Fear	
***	Fellowship	
1	Cracks of Doom	
1	Gollum's Fate	
3	Nenya	
2	Narya	
1	Rings of Power	
1	Smoke Rings	
-3	Hobbit-lore	ritual
-1	Sacrifice of Form	
1	Wizard Uncloaked	spell2
1	Wizard's River-horses*	spell
1	Staff Asunder	
2	Do Not Use It Again	
1	Chance By Arms	

44-15-6

HAZARDS	(50/00)
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<i>Creatures</i>	17/0
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3	Gondorian Rangers	dúnadan
1	Lobelia Sackville-Baggins	
3	Elf Lord Revealed in Wrath	elf
3	Elven Archer	elf
1	Lord of the Eagles	S-eagle
3	Little Snuffler	orc
3	Marsh-drake	drake
3	Orc-Warband	orc

<i>Events</i>	33/0
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1	Twilight	S.env
1	The Will of the Ring	S.ring-ONE
1	Fake	
2	Tookish Blood	
2	Chill Them with Fear	L.attack-elf,dwarf,dunadan,hobbit
2	Arouse Denizens	S
2	Incite Minions	S
2	Tidings of Bold Spies	S
2	Unabated in Malice	S
1	Watchers at the Gate	P
1	Haunted Place	P
1	It Stinks	P
1	Sentinel of the Grove	P
1	Doubled Vigilance	P
3	Lands Untended	P.faction
1	Flotsam and Jetsam	P.cycle
1	Fool's Bane	P-fallenW
3	An Unexpected Outpost	S.cycle any hazards
3	Lost in Eryn Muil	
3	Darkness Ahead	
1	Revealed to All Watchers	
1	One Ring to Bring Them All	

SITES

Li	Grey Havens			2-2	
Rh	Rivendell			2-2	
WF	Lórien			2-2	
TR	Rhûbar			2-2	
<hr/>					
OF	Tom's House			1-1	
Fa	Wellinghall			1-1	
WR	Thranduil's Halls			2-2	
Ro	Edoras			1-1	
An	Minas Tirith			2-2	
Eo	Nurunkhizdín			2-2	
<hr/>					
It	Henneth Annûn			2-2	
HP	Easterling Camp			4-4	
KK	Balchoth Camp			3-3	
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En	Isildur's Tomb	m	animal.1d11	2-2	
Ro	Barad Tathren-sw	m, ring	spider.2w7	1-1, hidden(LK)	
GI	Isengard	Info, m, ring	animal.3w7		
An	Osgiliath-bg	m	Bh, Sh	2-3, Ithilien	
AV	Gladden Fields	ring			
BL	Bandit Lair	ring	men.3w6	1-2	
GR	Tol Buruth	m, M, ring	men.4w8	1-3	
<hr/>					
Da	Dead Marshes-sw	m, M, G	undead.2w8	2-3	
IM	Shelob's Lair	m, M	orcs.2w8	3-4	
Go	Mount Doom			3-6	HL+2, keyable
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IM	Cirith Ungol	m, M, G	orcs.4w7	3-4	

CHARACTERS-4	5-10-3-7-4	race	home	site	other info	
Gandalf	10/10/6/9*	W/Sc/Sa/DW	IZARD	any haven	tap to test ring	
2 Celeborn	6/1/6/9*	W/Sa	Sinda	Lórien	+5DI.Galadriel	Galadriel
3 Galadriel	9/4/3/10*	Sc/Sa/D	Noldo	Lórien		Galadriel
Halbarad	1/1/0/5	Sa/D	Dúnadan	Cameth Brin	+4DI.Hillmen	
1 Gilraen	3/1/2/8*	Sc/Sa	Dúnadan	Tol Lamirith		
1 Gimli	4/0/4/8*	W/R	lb	Iron Hills		Dain
1 Lardin Aril	4/1/2/8	Sa	Sd	Hau Nysrin, Lorien		Thranduil
1 Legolas	4/0/4/8*	W/Sc	Sv	Thandruil's Halls		Thranduil
Orophin	2/0/2/7	W/R	Na	Lórien	1CP	Galadriel
1 Galva	4/1/0/9	Sc/Sa/D	Man	Shrel-Kain	+2DI.mDorwnion; +6P.nazgul	
1 Bilbo	5/1/1/9*	Sc/Sa	Hobbit	Bag End	-4CP	Thorin
2 Frodo	5/1/1/9*	Sc/D	Hobbit	Bag End	-4CP	
1 Sam	4/0/1/9*	Sc/R	Hobbit	Bag End	-3CP	
1 Milo	4/0/1/9*	Sc/R	Hobbit	Brandy Hall	-1CP	
1 Fatty	3/0/1/8*	Sc	Hobbit	Bag End	-1CP	
Sancho	2/0/0/8*	Sc	Hobbit	Sackville	-1CP, burglary	Thorin

GI-16/25 (20+5)		Hand-11	Mind-43	
Ring-bearers; Narya				
Gandalf	x/19/9/10	W/Sc/Sa/D	1	staff, mariner, Form, hLorex3, OR
Frodo	5/6/2/10	Sc/D	2	One Ring, phial, chain, OR
Bilbo	5/1/1/9	Sc/Sa	0	brooch, waybread, Know, OR
Sam	4/0/3/9	Sc/R	2	sting, rope, Wisdom, OR
Fatty	3/0/1/9	Sc	2	waybread, herbs, OR
Tourists				
Gimli	6/3/9/9	W/D	3	dwarven axe, axeGimli
Legolas	6/2/7/9	W/D	3	great bow, gbLorien
Milo	4/2/1/9	Sc/R	0	westmarch
Sancho	2/0/0/8	Sc	2	scroll
@ Lorien +2 hand size; Nenya				
Celeborn	6/12/6/9	W/Sa	1	Hands, LR.lessen, elfstone
Galadriel	9/4/3/10	Sc/Sa/D	0	"Nenya"
Gilraen	3/1/2/7	Sc/Sa	2	book
*				
Gandalf	x/24/12/11	W/Sc/Sa/D	5	mariner, Form, hLorex3, <u>OR</u>
Narya	x/26/16/12	W/Sc/Sa/D	10	mariner, Form, hLorex3, <u>OR</u>

OBJECTIVE

Your never did expect to reach this far, but you have. Look around at your allies; who's still going strong? Who's fallen? Choose your extra cards with care, but your resource 40 is pretty much solid. Many cards and heroes should be in play to support. Pick a strong fellowship that can support the Ringbearer, but most likely it'll be Gandalf and hobbits for the trip inside Mordor. A lot of big items can be used for filler heroes. Try to have Celeborn and the Galadriel in play so these can help immediately. Both will stay at Lórien.

Free-holds with Houses of Healing and a faction dot Wilderland and Gondor. Heroes will be scouting around Mordor of any activity, but can really not do much good. Pick Hazards to do the most harm around Mordor.

82 points are needed for this deck. Thus, Gandalf the Grey needs 34 MP in his Avatar Deck and 14 Game Points from all Wizards.

All players receive +5 unrestrictive General Influence for the Power Decks.

FELLOWSHIP

The Fellowship will be small and stealthy. Gandalf and four hobbits will go. This is a bit risky for the small Halflings, but all five walkers are scouts. Specific wizard and hobbit cards will be vital in their mission. Three Fellowship events are used instead of minor items. You do not have the turns to move to the Shire to play hobbits. Do not put hobbits in your play deck. Four characters are in the deck. Consider placing six more there to draw cards when others have been removed from play.

The Fellowship first moves in Eriador hoping to draw Phial of Galadriel before moving to confuse the minions with movement away from Mordor. When you do enter Mordor minions will make their move. Canceling cards will be useful here, as well as Tookish Blood on the Ringbearer. Finally, the walk to Mt. Doom is at hand. No cards can help now, except for friends of old telling stories to pass the time under the permanent cloud of despair. Gollum will be near or an ally. He is the biggest threat of attack. Gandalf will be very busy with items and spells. Gandalf might leave the Fellowship to be elsewhere so the hobbits can use Hobbits Make Haste.

The Fellowship event is not considered for the next company. Gifts from others are present. Radagast offers Leaf Brooch. Alatar donates Wizard's Staff. Two Waybreads come from Elf-lady Galadriel and Radagast. Elf-lady Galadriel also gives Book of Mazarbul. ~~Minor spell bead is a gift from Elf-lord Elrond.~~ Dwarf-lord Balin sought Healing Herbs. Dwarf-lord Thrain II presents Elven Rope. Dwarf-lord Dain gives Emerald of the Mariner from his hoard. Ungolcrist is gifted by Thranduil of Mirkwood. The Fellowship can begin at Rivendell.

Gandalf will have Wizard's Staff, Emerald of the Mariner, Sacrifice of Form, and three Hobbit-lores. This gives him 19 DI for hobbits, 9 prowess and 10 body. He can control Bilbo, Frodo, Sam and Fatty. He will have one CP (staff+2, Ring+1, Emerald -1, Gandalf -1). The wizard also has the ally Shadowfax. The staff is used for the card fetching abilities. Narya is in the deck. Gandalf with the One Ring and no Wizard's Staff has 22 DI, 12 prowess, and 11 body.

Frodo will have the One Ring on a Golden Chain and the Phial of Galadriel. This gives him 2 CP (Ring+7, Chain -1, Frodo -4). Remember the corruption bonus from the phial. Frodo will have 6 DI, 2 prowess and 10 body. The Golden Chain gives zero corruption points lowering the MP and CP of the One Ring each by one. But this item is only playable at a Haven.

Bilbo will use his sage skill When He Knows Anything. He has leaf brooch (for lost rings)

and Waybread. ~~The Minor Spell Bead will let Bilbo untap once per turn; so that is two +3 to corruption check modifiers per turn.~~ He will have 1 prowess and 0 CP (waybread+1, brooch+1, sage event+1, Ring+1, Bilbo-4).

Sam is the ranger with 3 prowess. He has Promptings of Wisdom and an Elven Rope. His Sting is sharp. He will have 3 prowess and 2 CP (sting+1, rope+1, Wisdom+2, Ring+1, Sam-3).

Fatty is the bodyguard. He has healing herbs and way bread for 2 CP (herbs+1, waybread+1, Ring+1, Fatty-1). The first leaf brooch and Waybread to be discarded will be from him.

Ring-bearers; Narya				
Gandalf	x/19/9/10	W/Sc/Sa/D	1	staff, mariner, Form, hLorex3, OR
Frodo	5/6/2/10	Sc/D	2	One Ring, phial, chain, OR
Bilbo	5/1/1/9	Sc/Sa	0	brooch, waybread, Know, OR
Sam	4/0/3/9	Sc/R	2	sting, rope, Wisdom, OR
Fatty	3/0/1/9	Sc	2	waybread, herbs, OR

The second company, Tourists, will move to draw cards, play Precious Gold Rings, discard non-unique minion allies, and Far-sight if need must have it. Gimli, who else, has a Dwarven Axe and Red Book of Westmarch to control Milo Burrows. Legolas has Bow of the Galadhrim controlling Sancho. Play Gimli's Axe on the axe and Great Bow of Lorien on the bow. Then when Great Friendship is played, have Legolas as a follower to the dwarf. Then Milo will have the Redbook to control Sancho. Afterwards, these four cost 10 general influence. Milo is a useful Scout and Ranger Sancho carries the Scroll of Isildur for later use if testing is needed. Now, the elf and dwarf each have 3 corruption points. Gimli will have 11 prowess against Orcs. Legolas will use the bow to discard non-unique minion allies. The permanent-event will let the dwarf kill low prowess Orc minions. Move this company north of Mordor using Wild Horses to move four regions. Start at Rhubar to reach Dagorlad or Khand. Start at Lorien to reach Ithilien.

Tourists				
Gimli	6/3/9/9	W/D	3	dwarven axe, axeGimli
Legolas	6/2/7/9	W/D	3	great bow, gbLorien
Milo	4/2/1/9	Sc/R	0	westmarch
Sancho	2/0/0/8	Sc	2	scroll

Lardin Aril can be played with this company at any Wizard-haven. Play Lardin Aril late in the first deck. Lardin Aril does not start so he can be alive when he is needed to Far-sight a discarded One Ring. You might want to store this item at Lórien. A Scout Hobbit is useful to cancel attacks or strikes and to burglarize sites. Other heroes to put into the playdeck should be Sages if not also a Ranger. But the mind needs to be low to keep the GI buffer at 8 or 9. Try to find characters with a home site in the Great Central Plains so he can come into play at his home site if Gandalf visits late in the first deck. Galva is an emergency Sage character that can control a 2-mind Elf and the hobbit. Orophin can be controlled by one carrying Elf-stone for a low-mind Ranger by Galva. Start this company at Rivendell. Then move east then south towards those high-drawing sites such as Easterling Camp. First turn move to Anduin Vales to play a gold ring if one is in hand, then to Thranduil's Halls or to Dagorlad if you have cancellers in hand. Next, move to Taur Romen or to Nurunkhizdín for healing. Move around the Sea of Rhûn drawing many cards and using Houses of Healing sites giving the impression the sites' purpose – aiding

this company only and not the Fellowship tool.

If Gandalf needs to leave the Fellowship, then attempt this with the Tourists. There are characters counting six to company size. Gandalf can control Gimli, Legolas, and Milo. Frodo will control Sam and Sanco. Bilbo will control Fatty with Redbook for 10 GI.

The third company increases hand size and provides corruption support. Celeborn with Hands Clapsed, Hair mingling, Lesser Ring, and one Elf-stone can control Galadriel. Gilraen will be reading the Book of Mazarbul, so that means +2 to your hand size. Emerald of the Mariner is +3 total to hand size. She will use NENYA on Frodo's CC. The only used GI is from Celeborn. This company will stay at Lórien. You will have +7 free GI when Lardin Aril is played.

@ Lorien +2 hand size; NENYA				
Celeborn	6/12/6/9	W/Sa	1	Hands, LR.lesser, elfstone
Galadriel	9/4/3/10	Sc/Sa/D	0	"NENYA"
Gilraen	3/1/2/7	Sc/Sa	2	book

GANDALF & SPELLS

Narya, the Elven Ring of Fire, is included in the sideboard. USE IT ONLY when it is the last choice. This card gives a -5 corruption check, no heroes will be tapping to help. Gandalf will have 1 CP on him at all times. Narya will make that 6 to the CC! You need to use Old Friendship. This will make the CC at 2. Fellowships will help too.

Only one copy of Wizard Uncloak is in the deck. Recycle that instead of Marvels Told if you get many hazard permanent-events played on the Fellowship. Wizard River-horses is present to discard all Nazgul permanent-events.

Shadowfax can allow Gandalf and Frodo to get quickly to Mt. Doom if Imlad Morgul is blocked or region movement is severely limited; you will lose the Fellowships.

Staff Asunder is in the deck in case Gandalf's has no choice, but to use the extra prowess to face a strike or to be rid of the staff's corruption.

The wizard starts with Wizard's Staff and Emerald of the Mariner. Transfer the jewel to the Ringbearer on the final turns towards Mount Doom.

If the One Ring is discarded, then this wizard is the only mechanism to test gold rings. And Forth He Hastened is in the playdeck to allow the wizard to untap twice to access the sideboard to be untapped for using the staff to fetch rituals, spells, or light enchantments.

ITEMS

Many items begin play. Some are meant to be discarded for use. Others will be played as insurance for those discarded. Your characters will move with much corruption. News Supplies and some unique factions will get food items into play.

Special items include **Phial of Galadriel**, Book of Mazarbul, Red Book of Westmarch, Scroll of Isildur, Emerald of the Mariner, Elf-stone. The Phial has special abilities, but one with a Star-glass must be at the same site as Galadriel. Thus, move a few turns before moving to Lórien hoping to draw this item. The main benefit is that the bearer can tap the item for +2 to any CC. But this item cannot be transferred. The item can be tapped to cancel any Undead attack or to modify the prowess of any hazard creature keyed to a Dark-Domain, Shadow-land, Dark-hold or Shadow-hold by -2 and you choose targets of all strikes. There is a second Star-glass in the deck to limit the risk of the Phial becoming discarded.

Book of Mazarbul allows a Sage bearer to tap during the ORG phase to increase your hand size by one. This book stays at Lórien. **Scroll of Isildur** is another piece of Lost Knowledge, but for ring testing. This item will be in play in case the One Ring is discarded. The Scroll modifies a ring test by +2, but carries 3 CP. It is risky to keep this item on the table, but it will draw minions to the bearer's company. Consider storing this item at Lorien or using this item to reveal Barad Tathren, Oraishapek's Mound or Temple of Lokuthor – use Leaf Brooch instead. **Red Book of Westmarch** gives +2 DI against Hobbits for one corruption point. This item allows anyone to control a 2-mind Hobbit.

~~— Minor Spell Bead is a rune item with two nice abilities. First, bearer has +1 DI against those with a lower mind. But the gift is that a Sage can tap this item when a skill card requires him to tap. This item will be with Bilbo.~~

Emerald of the Mariner also increases your hand size by one, but it also provides +1 CC to the bearer. Give this to Gandalf to start play. **Elf-stone** is another jewel item. As a minor item it gives +2 DI against elves. This jewel and treasure item will help Celeborn control Galadriel.

Weapons are included. **Wizard's Staff** is a dual item. As a staff it gives a wizard +2 prowess, but also +2 DI. A bearer can tap during his END phase to fetch a spell, ritual, or light enchantment event. This event will usually be Marvels Told. Staff Asunder is included to kill a creature that will do great harm. **Sting** gives +2 prowess to any hobbit. Let Sam carry the weapon. **Dwarven Axe** gives a dwarf +3 prowess. **Bow of Galadhrim** can be used in CvCC to discard non-unique allies. It is one corruption point. Great Bow of Lorien will be placed with this bow when held by Legolas. Now, the bow is a weapon providing +2 prowess to maximum 9. The bow can be tapped to modify a strike another character in the company is facing by a combined value of -3 to prowess and/or body or in combat. This combination provides three corruption points.

The **One Ring** has 6 CP and +1 CP to all those in the bearer's company including the bearer. The bearer gains +5 DI, +5 prowess, +5 body. **Golden Chain** helps with tapping any one character to help Frodo pass a +0 corruption check. Using the One Ring or its bonuses forces a corruption check. Be careful when using the +1 prowess of the One Ring. Lesser Ring has two uses: provide controlling a 3-mind Sage instead of Halbarad and as a gambit for Rolled Down the Sea. Gandalf can tap a gold ring item to play this item again. Two **Precious Gold Ring** items will be played as insurance of a lost One Ring. One **Leaf Brooch** can be discarded instead of gold ring item. However, try to use the Leaf Brooch instead of discarding a food item or another item to reveal a hidden site.

Seven food items are included to be eaten by our hungry hobbits. **Healing Herbs** will heal a wounded hero. Try to play it on Gandalf since Halfling Strength is in the deck too. **Waybread** will be discarded to untap two characters or move an extre region This item and Leaf Brooch have the chance to be played again early in the second deck. Cram can tap its bearer or allow his company to move an extra region. Miruvor is drunk for +2 body for all characters that turn in bearer's company. New Supplies is in the deck. Four food items start in the sideboard; play them in the sideboard again upon each deck exhaustion. Great Eagles and Ravens of Northern Rhovanion will likely be the factions with these supplies.

Items can help with movement. **Elven Rope** can be tapped by a Ranger bearer to move one extra region to a maximum of three.

Considered adding a second non-special food item to start game and placing New Supplies in the sideboard allowing the use of that event during the second deck grabbing two food items. But then a unique faction must be in the deck, which will not battle and along the way to Mordor.

Options: Great Eagles, Hives, Mearas, Great Falcons of Mirkwood, Ravens of Northern Rhovanion, Woses of the Drúadan Forest

FACTION

Wild Horses can tap to allow a company to move one extra region if moving using Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor.

Logath Herdsman and The Great Eagles were included for playing New Supplies.

ALLIES

Three allies are in the deck. **Gollum** is better to have at Mount Doom than playing Cracks of Doom. Just tell the ally that he is going on a beach vacation with lots of sand and heat. **On the Precious** will get the ally to your hand. Gollum is a Scout so he can tap to use Scout events. You may have time to move to Moria to play the ally. **Memories of Ages Past** should start the game on this ally. It is a permanent-event making the ally a Hobbit for all purposes with +2 to his riddling rolls. But Gollum must make a CC modified by -2 during each untap phase. Gollum may carry items to unburden another character, but limit this option in fear of the ally's discarding. Another ability allows the ally to tap and fetch a gold ring item from the discard pile playable at this current site or to fetch an item manifestation in play by an opponent to hand. This is good for Scroll of Isildur.

Shadowfax is the other ally. The horse ally will first provide corruption support to Gandalf. Then the ally can allow Gandalf to move twice in a turn with a hobbit. This may allow Gandalf to move to influence a hobbit away from another avatar, which you have the character card in hand.

Consider having another ally played at Lorien so to use Fellowship on that group. New Best Friend is a choice of a card and played on Lorien in case Gollum is replayed.

Gwaihir will start the game at Lorien with this player. This means to put a copy of Fellowship in the playdeck and try to have a Precious Gold Ring start the game in play. New Best Friend starts in the playdeck to be played on Lorien before the Ringbearer arrives. Now, four hobbits can use Gwaihir to move quite the distance.

STEALTH

The goal is to cancel attacks and not to roll for combat. You will enhance AAs of Free Peoples and Shadow-holds and Dark-holds. **Concealment** is for AA, but requires an untapped Scout. But there is a Scout in each company. **Halfling Stealth** is for big strikes when healing is not available against such creatures as Rain-drakes at Ruins.

Spies Feared is not exactly stealth, but weakening an attack makes it related. Either a Scout at a Shadow-hold creates a detainment AA at the site against minions companies: Orcs of 5 strikes with 8 prowess. Also, all AA are duplicated against all companies. Or a Ranger at a Ruins has the same effect. Use this resource when moving to a site in or near Morder. Playing this resource on Shelob's Lair will be perfect.

Star-glass/Phial of Galadriel can be tapped to cancel an Undead attack. You might want to visit such sites so to boost the AAs while you cancel the attack. Get this item into play even if it means moving to Lórien twice.

Crept Along Carefully limits movement to three regions and reduces the hazard limit by one. You can discard this card to cancel combat by adding the number of Rangers in the company. Each moving company will have one Ranger.

Chance By Arms is a permanent-event played on the One Ring. Now each unwounded hero faction in play in Dagorlad, Imlad Morgul, or Southern Mirkwood by a White player reduces the Ringbearer's hazard limit by one to no minimum.

VALOUR

Those without swords can still die among them. [No Waiting to Wonder](#) is played on an untapped Hobbit when another's strike sequence. This event can defeat a one strike creature by reducing the prowess by -4 and body by -1. Failure will force the Hobbit to make a body check.

[Attercop Attercop](#) is a Song played on a Hobbit facing a strike from an Animal, Awakened Plant, Spider, or Wolf attack. The hobbit receives +5 prowess. If untapped afterwards, then he can tap to face a second strike with any resulting body check modified by +1. Join this event with the first event which can modify the attack's body by -2 for the second strike. Shelob normally has one strike. A Hobbit with this two events will have +9 prowess.

[Hideous Lust and Rage](#) is played on Gollum or Stinker when facing a strike; he gains +3 prowess and is allowed to untap if not wounded after the strike.

MOVEMENT

During the Power Decks region movement is restricted to three regions. Hazards though may limit this to two or one region. Resources are included to expand region movement back to three regions. Elven Rope is used by a Ranger to move one more region.

Gwaihir will start the game at Lorien and controlled by Halbarad. [New Best Friend](#) will get this ally transferred to a Hobbit. Then use the ally's special ability to move, with four hobbits, to a strategic site closer to Mordor or to back track its path upon facing a great difficulty like moving north of Dagorlad. Think about using the ally to reach a site with a unique faction so to use New Supplies. Afterwards, use the next resource to get closer to victory.

[Hobbits Must Make Haste](#) is in the sideboard it is played on a moving company with only Hobbits and at least one ally. The company can: 1) move through a mountain region, 2) move to Gorgoroth without starting from Imlad Morgul, 3) move to another site. Gandalf will first move with the hobbits, and then he might leave them at Taur Romen so this event can be used to enter Mordor from Henneth Annûn or from a site in Dagorlad.

If non-Hobbits are present in the company, then you can use [Second Breakfast](#). The cost is tapping all hobbits to move using region movement three regions maximum.

[Promptings of Wisdom](#) is played on a Ranger for two CP. It is a Light Enchantment that allows the Ranger to tap to cancel for the turn all effects sending the company to the site of origin or that taps his current or new site. The tapping ability is not needed, but one does not want to waste a turn moving. Sam will have this event.

[Say Friend and Enter](#) is another Sage and Ritual event. It can be fetched by Wizard's Staff. The event is played at the end of the movement/hazard phase. Now, any ongoing hazard effect that would cause his company to do nothing during the site phase is nullified. This will help with redirection hazards or too many Rivers.

[Morannon](#) is a site event. You can reach Gorgoroth from this site, but there are strict rules to follow. First, the company must start in Dagorlad. Amon Lhaw and Dead Marshes are such sites. Second, the company size must be fewer than three. Third, there must be a Scout. If these rules are satisfied, then the new site is a Dark-hold in Udun with a site path of Shadow-land and Dark-Domain. You might want to play this with Legolas and Gimli is Milo can be discarded. Use those

two tough characters to combat minions in Mordor.

CORRUPTION SUPPORT AND HEALING

All the hobbits have corruption bonuses. **Old Friendship** is a Diplomat skill card. Either have +5 direct influence against characters on an attempt or to modify a CC by a company in his company by +4. Mostly this event will be used for CCs, but if Gandalf needs to influence an item or hobbit from another play then this can work. This resource does not help Gimli.

Halfling Strength can heal a weary hobbit fully to untap, or from tap to untap, or to modify a CC by the hobbit by +4. This will be recycled in the first deck if possible.

Tookish Blood can be used as a resource. It will be used to cancel all effects to send a hobbit to your hand or to discard the hobbit. But your free GI will be kept no less than 8. Then a roll result from Call of Home will be a minimum of 10.

Three copies of Nenya allow Galadriel to make a simple CC at -1 to automatically pass a CC by another character if that character is not at a Shadow-hold or Dark-hold. The only sites that fall in this type the Ringbearer may visit are Dead Marshes and Shelob's Lair.

Three Copies of Fellowship will start the game for the Ringbearer's group. This event provides +1 prowess and +1 to CC as long as no one joins or leaves the company.

Turns moving in Eriador will allow drawing Phial of Galadriel. This item can tap to modify a CC of the bearer by +2.

Emerald of the Mariner has no corruption points, but it provides the bearer +1 to all CC. Give this item to Gandalf until he leaves the Ringbearer, then transfer it to the Ringbearer. Frodo has the Phial of Galadriel mostly for the corruption support.

Frodo will have plenty of help with this burden. Three **Old Friendships** and three **Halfling Strength** will help with six CCs. The Phial of Galadriel will help pass weak CCs. Then there is always Bilbo with When I Know Anything. Nenya too will help three times per deck. Thus, Frodo can pass nine tough CCs per deck and maybe nine more with the Phial and Bilbo's help.

HELP FROM OLD TALES

Marvels Told is a ritual and a Sage skill card. Bilbo, Galadriel, Celeborn, or Gandalf can use this event to discard any non-environment permanent or long-event hazard. Likely, this will be Roadblock or Corruption hazards. Be careful of the -2 modifier for the CC by the Sage.

Putting Away All Fear is a unique resource lying in the sideboard. It is playable on a company at or moving to a site in a Dark-Domain. All corruption cards played on characters in the company are discarded. And each environment hazard in play has a chance to also be discarded based on a roll. This is a power card, which will be sent to the playdeck at the end of the first deck.

Beyond All Towers Strong and High is a ritual and song. It has restrictive uses. First, the company must be moving to or at a Shadow-hold or Dark-hold. Second, two characters must be wounded. With the requirements met this resource either cancels an attack or discards one hazard played on an entity in the company. This should be fetched by Wizard's Staff late in the first deck. Move to such a dangerous sight if playable knowing you can use your hazards.

Sojourn in the Golden Wood is a reserving event. You place one card face-down with this event. During the end-of-turn phase you can return the card to your hand. An opponent can use two against the hazard limit, Sauron or palantir player just one, to look at this card. A non-

resource card will discard that event and place this reserving event in your MP pile at -1. Only use resources.

GATES OF MORNING

The deck uses no Gates of Morning resource. A few Hero players have stronger Gate decks. There is one Twilights in the hazard deck.

The ONE RING

Two Precious Gold Rings will be found by the other moving company in case the One Ring is discarded. Gandalf will move with Shadowfax to join this company to tap and test a ring. Leaf Brooch can allow a gold ring item to be tested twice. Scroll of Isildur will aid the testing.

Gollum though is the key. If he is not in play, then My Precious will be near. Use On The Precious to fetch Gollum to your hand. Then the ringbearer can face a strike from My Precious. If the strike fails, then Gollum can be played if someone taps.

[Rings of Power](#) will be used to cancel Roll Down the Sea. If the One Ring is taken in CvCC, then This We Will Take is the answer. The item can be returned in CvCC if you have a manifestation in hand.

There are two methods with the destruction of the One Ring. Two copies of [Cracks of Doom](#) and [Gollum's Fate](#) are in the sideboard. One will be sent to the playdeck later in the first deck.

[I Pass the Test](#) will improve your marshaling point total as the One Ring puts your characters at risk. This event is played on the One Ring while at a Haven. This event gives 1 MP whenever a Wizard or a 6+ mind character at the same site passes a corruption check. This applies only once per turn and once per character. You have only three characters that fit that standard: Gandalf, Celeborn, Galadriel. Hope to earn 5 MPs from this event.

ERIADOR

You will be starting either at Rivendell so to allow Milo to be under general influence. The idea is to move in Eriador to fool Sauron of your path to Mordor. Move to Free-holds if possible. Tom's House is an excellent first site. Move to Bag End if you draw Chill Them with Fear. These moves also allow drawing cards. If you draw Phial of Galadriel on the first hand, then move to Ost-en-edhil if Felagrog is not in play. Next, move to Lórien. If not, move to Enedhwaith. Avoid Cardolan since the Witch-kings minions can reach you on Turn 25. That site will be dangerous in Enedhwaith from Eärcaraxë a Hunt. Move to Isildur's Tomb. Do not play gold ring items in Eriador.

GONDOR

This territory will be free of minions. If you move to Isildur's Tomb, then you may move into Gondor if you are not severely wounded since the next site two sites are Stone-Circle and Dol Amorth and not Edhellond. Stone-Circle avoids Eärcaraxë a Hunt and playing an Information event. But Anfalas is in the path of hunger. After Dol Amorth move to Minas Tirith to heal. Moving this path will fool Sauron you are moving south along Ephel Duath.

Minas Tirith can be a destination from Dol Amorth or from Lórien. Move to the Tower of Guard from Lórien after Turn 5. If you move to Minas Tirith from Lórien, then either move to Henneth Annûn or Shelob's Lair next.

WILDERLAND

Lórien is definitely a site to visit for playing Phial of Galadriel. In addition, the other moving company can join you here with a Precious Gold Ring. Gladden Fields and Goblin-Gate have your gold ring items. Tol Buruth has gold rings, but a tough AA. Use Dark Quarrels to cancel that attack. Avoid Bandit Lair. You can move to Lórien as early as Turn 3 or late as Turn 8.

If you move to Lórien first from Wellinghall, then move deep into Wilderland. If you move to this site from Dead Marshes or from Minas Tirith, then move next to Minas Tirith.

From Lórien, Thranduil's Halls is a safe site with a single Wilderness in the site path. Do not move here if Smaug is in play since he can play Spell-bound. Else move next to Rhûbar for healing. From Rhûbar move to Nurunkhizdín. You should have Houses of Healing and No Strangers at This Time in play for this site. Next, move to Dead Marshes. This route will fool Sauron that you will move into Nurn or through Ephel Lithui.

MORDOR

Do not move into Khand or Nurn. You want to move in or through Imlad Morgul. Avoid Horse Plains since minions from Udûn and Dol Guldur can reach you. Dead Marshes can have its AA enhanced to tap or kill minions. You can move next to either Lórien, Ithilien, or Imlad Morgul.

Inner Mordor is a place of dread and bleakness. Udûn is not a region to ever visit unless to escape Mount Doom after a failed attempt, but then Imlad Morgul might be better. The two sites in Udûn are no good for this player.

Escaping through Nurn may be death from Mordor in Arms. Do not go that way unless you have Marvels Told and an untap Sage.

Gorgoroth is not safe either. Minas Durlith has minor and major items, but these can be played elsewhere. Do not go there.

Imlad Morgul will be the region to enter. Avoid Minas Morgul and Cirith Ungol. Shelob's Lair is the only choice. Move there.

AGENTS

You have no anti-agent resources except for On the Precious, but you will need to be attacked by that agent first.

POWER DECK

Your movements includes land that will be near other White Players. Saruman is at Rivendell. He can protect your company in Eriador. Radagast will be at Lórien. He can support the Ringbearer near the White Mountains or Wilderland. Alatar will be at Taur Romen to support both of your companies near the Sea of Rhûn. Pallando will be at Edhellond to aid you in Gondor. The Dwarves of the Iron Hills will be too busy with a dragon.

FACTION WAR

You only have one faction. Wild Horses will help move through Rohan and Southern Rhovanion, and Horse Plains. Your travel may be limited due to moving factions.

BLACK AND GREY PLAYERS:

The main darkhavens will be bases for the invasion of the West. Carn Dum has a host commanded by the Witch-king. Thus, do not stay in Eriador for long. Dol Guldur has armies for Thranduil's Halls and Lórien. The path through Woodland Realm should be abandoned if that Free-hold is under sieged. Minas Morgul has the main attack. But it will go straight into Gondor. Minas Tirith can be safe before the invasion. Do not get trapped there. Rhûbar and Edhellond might be attacked too. Thus, maybe only Lórien can be safe for the Fellowship for a little while.

Avoid moving through Redhorn Gate or High Pass if Felagrog is in play. He can move swiftly to Goblin-Gate if needed. If a Dragon-lord is in Northern Rhovanion then avoid moving through that region due to Spell-bound dragon magic-resource.

MARSHALLING POINTS

This player starts with many MPs. The goal is to destroy the One Ring of Sauron. You will start with 48 and hope to end with 50, but that will not be enough to win.

C=10 Expect half of the MP characters not at Lorien to perish.

I=16 One-third of the MP items should be list when the dwarf and elf fight to the death in Mordor.

F=5 Wild Horses, Logath Herdsman, and The Great Eagles are you faction MPs.

A=3 Shadowfax is expected to live through the turns. But Gollum will be hunted, so he is not expected to be in play. Gwaihir will be discarded.

M=9 Light Enchantment will start play. Maybe the events on the dwarf and elf will survive if those two characters live. Corruption checks will help gain 4 MPs with passing tests.

K=9 Gimli and Legolas will gain these MPs.

SHELOB'S LAIR [*"...better than any army."*]

You think that it is stupid to visit her? I thought too at first. Then I saw how resources and hazards can enhance the AA. You need to play Spies Feared on the Lair, and then pump-up the AA with your hazards. Let's take a look at the worst-case-scenario for the minions.

Your resource turn: move to Shelob's Lair, play Spies Feared.

Your hazard turn: play Awaken Minions, Incite Minions, Tidings of Bold Spies.
Use Unabated in Malice to nullify any cancelling of an attack.
The minions will be sending large companies at your Fellowship.

LAIR AA progression (it gets real bad, real quick):

normal

orcs 2 strikes at 8 prowess
spider 2 strikes at 16 prowess [death]

+Spies Feared

orcs 5 strikes at 8 prowess [detainment]
orcs 5 strikes at 8 prowess [detainment]
orcs 2 strikes at 8 prowess
orcs 2 strikes at 8 prowess
spider 2 strikes at 16 prowess [death]
spider 2 strikes at 16 prowess [death]

+Awaken Minions

orcs 10 strikes at 8 prowess [detainment]
orcs 10 strikes at 8 prowess [detainment]
orcs 4 strikes at 8 prowess
orcs 4 strikes at 8 prowess
spider 4 strikes at 16 prowess [death]
spider 4 strikes at 16 prowess [death]

+Incite Minions
(select spider AA)

orcs 10 strikes at 8 prowess [detainment]
orcs 10 strikes at 8 prowess [detainment]
orcs 4 strikes at 8 prowess
orcs 4 strikes at 8 prowess
orcs 4 strikes at 8 prowess
spider 4 strikes at 16 prowess [death]
spider 4 strikes at 16 prowess [death] <is anyone still alive?>

This has the potential to kill outright 12 minions. Only those with a high prowess can hope to escape. Expect 3 bad trolls to remain alive from a company of 8 minions. However, there is a way to stop them all.

+Tidings of Bold Spies

Using 3 hazards. Oh my! Can you imagine?
The hazards only work for one turn, but that should be enough.
Will minions expect this?

+Unabated in Malice to nullify a cancelling of a spider attack and modify the attack +1 strike and +1 prowess! But does that even matter at this point?

Movement options for the Fellowship. Havens highlighted yellow. Free-holds highlighted gray. Bolded names are non-haven sites with healing (house of healing).

1	RIVENDELL	RIVENDELL	RIVENDELL
2	TOM'S HOUSE	TOM'S HOUSE	OST-EN-EDHIL
3	ISILDUR'S TOMB	ISILDUR'S TOMB	LORIEN
4	STONE-CIRCLE	WELLINGHALL	THRANDUIL'S HALLS
5	DOL AMROTH	LORIEN	RHUBAR
6	MINAS TIRITH	THRANDUIL'S HALLS	NURUNKHIZDÍN
7	LORIEN	RHUBAR	DEAD MARSHES
8	MINAS TIRITH	NURUNKHIZDÍN	LORIEN
9	HENNETH ANNUN	DEAD MARSHES	MINAS TIRITH
10	SHELOB'S LAIR	SHELOB'S LAIR	SHELOB'S LAIR
11	MOUNT DOOM	MOUNT DOOM	MOUNT DOOM

An option for path #3 is to use Gwaihir at Rhubar to reach Druadan Forest (New Supplies). Turn 7 is to move to Lorien.

WHITE COUNCIL

*Narsil/Andúril	Elessar	Gandalf
*Into the Smoking Cone	Mount Doom	Saruman
*Bavor's Tribe United	*	Pallando
*Pass the Doors of Dol Guldur	Dol Guldur	Radagast
*Vaults of Utûmno	Vaults of Utûmno	Thrain
*Reconstructed Towers	White Towers	Círdan
*Glory of Arnor Restored	Carn Dum	Elrond
*Fate of the Ithil-Stone	Dol Guldur	Galadriel
*Towers Destroyed	Dol Guldur	Thranduil
*Land Reborn	Evermist	Elves
*King Under the Mountain	Lonely Mt	Thorin
*Reconquest of Khazad-dum	Moria	Thrain
*Legendary Hoard	Collarmount	Dain
*Pits of Angband	Pits of Angband	Balin
*Tower Raided	Nurn	Théoden
*White Tree	Minas Tirith	Denethor
*Raid on Umbar	Umbar	Imrahil
*Tower Raided	Mistrand	Vidugavia
*The Council of Seven		Valdacli
*Guild of Elements		Guild

Greenwood...Great(Thranduil H)-Thranduil

No Strangers At This Time & Houses of Healing on Free-holds*

- The White Towers Cirdan
- Minas Tirith Denethor White Tree

PLAYDECK MANAGEMENT

This player is punching a hole in the idea of hand size. Galadriel's staying at Lórien, Book of Mazarbul and Emerald of Mariner will give this player a hand size of 11. Only a few true resources are in the sideboard. There are 19 resources in the sideboard.

New Supplies will have you tap the avatar to dump 4 minor items and Chance of Arms. Tap again to dump these 5 cards: Staff Asunder, Rings of Power, On the Precious, and Far-Sight. Then upon exhaust use these for exchange: Hobbits Must Make Haste x2, Morannon, Narya x2.

The second exhaust will bring in: Cracks of Doom, Gollum's Fate, and Putting Away All Fear, and Beyond Towers in the playdeck.

HAZARDS

Creatures-16

The creatures are selected to tap minions moving out of their holes. Battle-ready orcs will not be wounded by these creatures, but will have to tap.

Lobelia Sackville-Baggins is included so to prevent the play of the agent by an opponent.

Gondorian Rangers are also Dúnedain, but is a region creature across the Anduin from Minas Tirith. Each minion faces a tough strike of 9 prowess with 6 body. This will harass anyone by Mordor.

Elven Archer is an Elf of one strike with 7 prowess and 9 body. It is only playable only against overt companies and to Double Wilderness, Elf-holds, or region with an Elf-hold. You choose defending characters. Flying companies face a +4 creature. Each Ranger lowers the body by 1. Unless the attack is cancelled or defeated, any resource requiring a Scout or Ranger in target company cannot be played for the rest of the turn.

Lord of the Eagles is an animal creature or short-event. It is a manifestation of Gwaihir. Do not include this hazard if the ally is in play. As a short-event, fetch an * creature from our discard pile to your hand.

~~Two elves are included. Elf Lord Revealed in Wrath will strike at minions, but should target Ringwraiths if you can. It is only one strike, but 15 prowess will tap anyone. Lady of the Golden Wood is included for the permanent event effect. It cannot be played with Galadriel in play. However, if she is discarded due to a CC, then this can be played.~~

The other creatures roam the land growing malice across the land. Little-Snuffler is an Orc of one strike with 5 prowess and 10 body. Each Ranger lowers the body by 2. The company cannot play a Scout resource for the rest of the turn if this attack is not defeated. Such an effect will allow your free-people attacks and Tiding of Bold Spies attacks to be face.

Marsh-drake is keyed to Coastal Seas or Shadow-lands as non-detainment. This will be easy to attack minions in Angmar, Dagorlad, or Imlad Morgul. Its two strikes with 11 prowess will tap minions.

Orc-Warband are more strikes, but at a lower prowess. Its five strikes with 4 prowess are not strong, but the creature is there to be killed and thus discard hazard events upon so.

CREATURE PLAYABILITY

- FH:
- BH:
- 3 RL: Snuffler
- 3 SH: Snuffler
- 3 DH: Snuffler
- UD:

-
- FD:
 - BL:
 - 3 W Snuffler
 - 3 WW Archers
 - WWW
 - 6 SL Snuffler Marsh
 - SL SL
 - 3 DD Snuffler
 - 3 CS Marsh
-

- 2 Ithilien-W Rangers
- 2 Dagorlad-S Rangers
- 2 Mouths-CS Rangers
- 2 Brown Lands-S Rangers
- 2 Harondor-W Rangers

HAZARD Event support-33

Events are selected to prevent minions from having an effective site phase. This will be done by enhancing AAs.

Basic cards:-1

Twilight will be your only basic card. Only one copy per player's deck is allowed.

Corruption/Checks:-3

The **Will of the Ring** will discard the Ring on another player (if a Ringwraith is not holding it). This hazard should corrupt anyone with the One Ring with its -4 modified corruption check. **Tookish Blood** is there to keep Hobbits in play. **Fake** is a short-event forcing the testing of a gold ring item with a modification to the test. But a play of a non-unique item can be gotten from a few places, and then the ringbearer makes a corruption check. Use this card to corrupt the character.

Main theme: creature enhance – 10

You need to enhance the sites' AA you plan on visiting. Travel to Ruins with high prowess, uncommon types as much as possible so to enhance the AAs. **Arouse Denizens** modifies the prowess of one AA at a site by +3. Go to sites with Pukel-creature (Stone-Circle), Animal (Isildur's Tomb). **Tidings of Bold Spies** will make an AA at the new site and force the company to face the similar attacks during the MOVE phase. Then **Unabated in Malice** nullifies the canceling of an AA. Also the attack receives +1 strike, +1 prowess, and -2 body.

Eventually you will move to Shadow-holds. **Awaken Minions** doubles the strikes of AAs of Shadow-holds and Dark-holds. You will not be entering such sites. Then **Incite Minions** duplicates one AA at such sites. This attack is faced after the original. Most AAs at these sites are detainment, but having no untapped minions for CvCC allows you to choose those facing a strike in your company.

Chill Them With Fear will add strikes and prowess to the free peoples. Either this will help to enhance creatures or AAs are Free-holds and Border-holds. Elven Archers have a chance to be 3 strikes of 9 prowess and 9 body.

Site Enhance: - 5

You want to trouble any minions visiting you. Try to visit sites these hazards help you. Four of these hazards can be played on Dead Marshes or Shelob's Lair. Dead Marshes can be a target from four of the below hazards.

Watchers at the Gate is played on a Shadow-hold or Dark-hold giving an additional automatic-attack of Pukel-men of 2 strikes with 9 prowess. It is detainment against minions, but likely will tap to characters. This is good for Goblin-Gate or in Mordor.

Haunted Place is played on a Ruins & Lairs or Shadow-hold affected by a Realm hazard. The site gets an additional automatic-attack of Undead at 2 strikes with 7 prowess or prevents an Undead automatic attack to be cancelled. This is good for Dead Marshes.

It Stinks affects Swamps and sites with Orc automatic-attacks giving them a Vermin attack of 7 strikes with 4 prowess (detainment). Wounded non-overt characters that faced a strike make a body check by -1.

Sentinel of the Grove is played on a Ruins in a Wilderness or Oasis. The site gains an

additional attack of Awakened Plant of 1 strike with 10 prowess. Buhr Widu is a prime site for this hazard.

Doubled Vigilance is played on a Shadow-hold. A roll is made either nothing happens or the company faces a nasty attack of Orcs-4strikes with 9 prowess. It will be detainment.

Other-1

Revealed to All Watchers will be used in dire need in the second playdeck to draw cards.

Fool's Bane will target any wizard that has fallen away from his mission. This hazard will hinder his influence checks against hero resources and zero Elf character and Elf faction MP.

Lost in Emyr Muil is played on a moving company. Now, the opponent must discard the top card of his deck or shuffle cards from discard pile to the playdeck. But then the hazard is remove from the game. Think about doing this during the first deck to slow the opponent.

Darkness Ahead is a permanent-event allowing queuing any card face down with the hazard by the current hazard player at the cost of one to the hazard limit. When this hazard is discarded, the card is revealed. If not a hazard, then that player who owns the card receives -1 to hand size. Only use hazards with this event. Targets can be The Will of the Ring, Revealed to All Watchers, and Fake.

Faction Wars:

Land Untended is played on a region with a host faction not in the region. Now, the region is moved one type closer to Wilderness. Played on Horse Plains makes it easier to play Elven Archer but hurts Marsh-drake. Consider Gap of Rohan to play Elven Archer.

Cycle:-0

~~An Unexpected Outpost will be used to bring in hazards from the sideboard, unless discarded hazards will be good to cycle back. No Longer allowed in power decks.~~

$$28x2=56+15-1a+4b+8c=82$$

	<i>Fellowship</i>	<i>To</i>	<i>From</i>
*Bilbo's Magic Ring	Book of Mazarbul	b	Galadriel
*Ring of Barahir	Emerald of the Mariner	b	Alatar
*Reforging	Wizard's Staff	Elessar	Alatar
*Andúril	Redbook of Westmarch	Elessar	Thorin
*Narsil	waybread	Elessar	Galadriel
*Elf-stone	waybread	Elrond	Radagast
*Lindion the Oronion	healing herbs	x	Balin
*Goldberry	leaf brooch	Saruman	Radagast
*Hobbits	elven rope	b	Thrain
*Elf-stone	Dwarven Axe	b	Dain
	Bow of the Galadhrim	x	Galadriel
	Lesser Ring	--	????
	Gwaihir	x	Galadriel
	Golden Chain		c1
	Phial of Galadriel		c2
	Healing Herbs		c3
	Healing Herbs		c4
	Star-glass		c5
	Cram		c6
	Miruvor		c7
	Wild Horses	x	Theoden
	Woses of the Drúadan Forest		Radagast
	The Great Eagles		Radagast
	Entwives		
	Logath Herdsmen		c8
	Mallorn		Saruman

*Eagle-mounts	Second Breakfast	
*Eagle-mounts	Second Breakfast	
*Eagle-mounts	Concealment	
*Escape	Concealment	
*Escape	Gollum's Fate	
*Escape	Cracks of Doom	
*Do Not Use It Again	Narya	
*Stealth	Narya	
*Stealth	Nenya	
*Stealth	Nenya	
*Many Turns and Doublings	Nenya	
*Many Turns and Doublings	Favor of Valar	
*Many Turns and Doublings	New Supplies	
*Wizard Uncloaked	New Supplies	
*Wizard Uncloaked	Staff Asunder	
*I Know Much about You	No Waiting to Wonder	
*I Know Much about You	No Waiting to Wonder	
*Farmer Maggot	No Waiting to Wonder	
*I Know Much about You	Spies Feared	
*When You Know More	Spies Feared	
*Secret Precious	Promptings of Wisdom	
*Spring of 1420	Hobbits Must Make Haste	
*First Among Equals	Hobbits Must Make Haste	
*minion elf	Beyond All Towers Strong and High	
*minion elf	Hands Clapsed, Hair mingling	Galadriel
*minion elf	Putting Away All Fear	
*Smoke Rings	Hideous Lust and Rage	
*Smoke Rings	Chance By Arms	
a	Sojourn in the Golden Wood	
a	Gates of Morning	
a	Wizard's River-horses	
a	Great Friendship	
a	Gimli's Axe	
a	Great Bow of Lorien	
a	Great Elf Warrior	
a	Morannon	
a	I Pass the Test	
a	New Best Friend	
a	Crept Along Carefully	
a	Say Friend and Enter	
a	Attercop! Attercop	
a	Attercop! Attercop	
a	When I Know Anything	